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Technical Support Contact Info

E-mail and Website: For instant access to all of our technical support knowledge, please visit http://techsupport.ea.com.

Telephone Support: Technical Support is also available from 8am to 5pm PST by calling us at (650) 628-4322. No hints or codes are available from (650) 628-4322.

Mailing Address: Electronic Arts Technical Support
P.O. Box 9025
Redwood City CA 94063-9025

If you live outside of the United States, you can contact one of our other offices.

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Electronic Arts Pty. Ltd.
P.O. Box 432
Southport Qld 4215, Australia

In the **United Kingdom**, contact:
Electronic Arts Ltd.
P.O. Box 181
Chertsey, KT16 0YL, UK
Phone (0870) 2432435

In **Australia**: For Technical Support and Game Hints and Tips, phone the EA HOTLINE: 1 902 261 600 (95 cents per min.) CTS 7 days a week 10am to 8pm. If you are under 18 years of age parental consent required.

Proof of Purchase
Medal of Honor Heroes™
1528705

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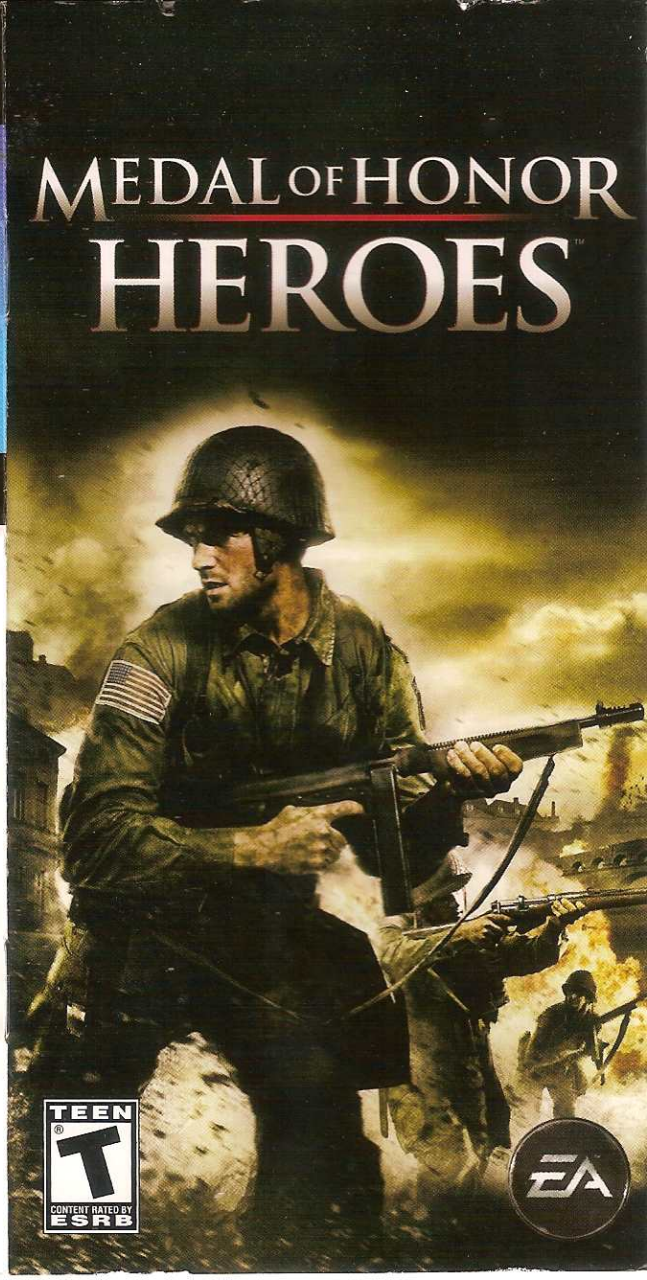
MEDAL OF HONOR HEROES



For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP® (PlayStation®Portable) system before use. Retain both this software manual and the instruction manual for future reference.

Health precautions

• When operating the unit, play in a well-lit room and keep a safe distance from the screen. • Avoid prolonged use of the console. Take a break of about 15 minutes during every hour of play. • Do not use the console when you are tired or short of sleep. • When using headphones, do not turn the volume up before putting the headphones on. Also, do not listen at loud volume levels for extended periods of time. Stop using the console immediately if you experience any of the following symptoms. If the condition persists, consult a doctor. • Lightheadedness, nausea, or a sensation similar to motion sickness. • Discomfort or pain in the eyes, ears, hands, arms, or any other part of the body.

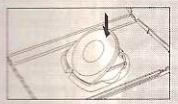
Use and handling precautions

• This disc is PSP® (PlayStation®Portable) system format software and is intended for use with the PSP® system only. If the disc is used with other devices, damage to the disc or to the device may result. • This disc is compatible for use with the PSP® system marked with FOR SALE AND USE IN U.S. ONLY. • Depending on the software, a Memory Stick Duo™ or Memory Stick PRO Duo™ (both sold separately) may be required. Refer to the software manual for full details. • Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. • Set the PSP® system's wireless network feature to off when using the PSP® system on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP® system's wireless network feature could interfere with the proper operation of the pacemaker. • If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen. • Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc. • Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity. • Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc. • Do not block the opening with paper or tape. Also, do not write on the disc. • If the opening area does get dirty, wipe gently with a soft cloth. • To clean the disc, wipe the exterior surface gently with a soft cloth. • Do not use solvents such as benzine, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc. • Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction. • SCE will not be held liable for damage resulting from the misuse of discs.

Recording surface

Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.



Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc.

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ULUS-10141

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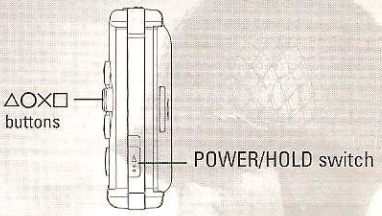
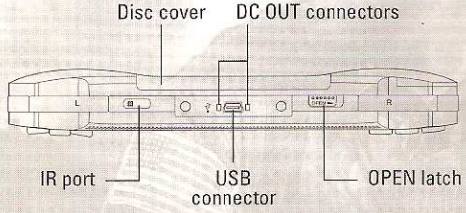
GETTING STARTED

RIGHT SIDE VIEW



FRONT VIEW



Set up your PSP® (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. INSERT the *Medal of Honor Heroes*™ disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP® system's home menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press the ⊗ button of the PSP® to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTICE: Do not eject a UMD™ while it is playing.

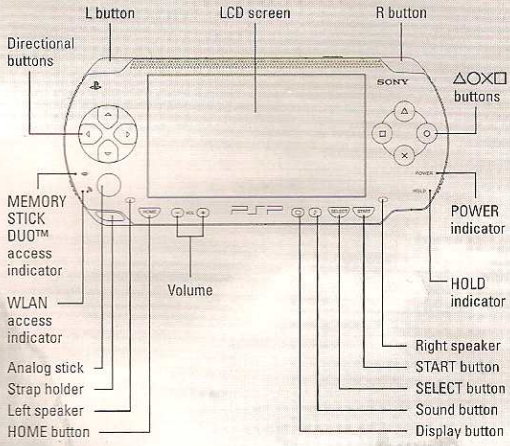
MEMORY STICK DUO™

Warning! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo into the memory stick slot of your PSP. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games.

STARTING THE GAME

PSP® (PLAYSTATION®PORTABLE) SYSTEM CONFIGURATION



COMMAND REFERENCE

The Commando configuration, below, is the default. It is one of four available controller configurations.

★ To view all of the configurations, access the Options menu (see p. 4), select CONTROL SCHEME, and press the ⊗ button.

Move forward/back	Analog stick ↑/↓
Strafe left/right	Analog stick ←/→
Sprint	Analog stick ↑ (double tap and hold)
Use/Medkit/Chat	D-button ↑ (hold)
Crouch	D-button ↓
Reload	D-button ←
Cycle weapon	D-button →
Zoom in/out (when scope is equipped)	D-button ↑/↓
Lean left/right (when gun sight is equipped)	D-button ←/→
Use gun sight or scope/Cook grenade	L button (hold)
Melee	L button (tap)
Fire/Throw grenade	R button
Look up/down/left/right	△ button/⊗ button/ □ button/○ button
Jump	**SELECT** button
Pause game/View objectives	**START** button

SETTING UP THE GAME

INTRODUCTION

For the first time, *Medal of Honor*, the bestselling WWII franchise of all time, comes to the PSP® system. Play 15 open-ended campaign missions that take you everywhere from the rocky coast of Italy to the rainy streets of Holland to the snowy fields of Belgium. Plus, unlock more than 20 classic *Medal of Honor* heroes from the history of the franchise and take them into the new Skirmish mode or 32-player wireless multiplayer battles. *Medal of Honor Heroes* is the best way to experience all the intense, authentic WWII action on-the-go.

PROFILE

To save your progress in *Medal of Honor Heroes*, create a profile. Your profile keeps track of your preferences and is automatically loaded when you start a game.

★ To create a new profile, select PROFILE in the Main menu, then select NEW PROFILE. To load a previously created profile, select LOAD PROFILE.

OPTIONS

Adjust screen, audio, and controller options, or toggle the Autosave feature ON or OFF from the Options menu.

★ To adjust options, select OPTIONS in the Main menu.

★ To adjust options during gameplay, press the **START** button to access the Pause menu, then select GAME OPTIONS.

PLAYING THE GAME

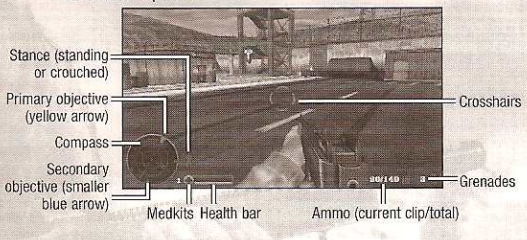
From the craggy ruins at Paestum to the frozen fields of the Ardennes, the Allies of the European Theater of World War II are in need of a few extraordinary, battle-tested heroes. Fortunately for them, the Office of Strategic Services (OSS) is at their service.

★ To begin a new single-player game, select CAMPAIGN in the Main menu then select your difficulty level (GREEN, VETERAN, or HERO) and press the ⊗ button. The Mission Select screen appears. Select the mission you wish to play and press the ⊗ button again. The campaign begins.

GAME SCREEN

Victory at war is won by the soldiers on the ground. Soldiers like you. Staying alive means staying on your toes, but don't be afraid to lay it on the line when the right moment comes. That's what separates the heroes from the men.

★ Successfully complete each mission in Campaign mode to unlock the next one in sequence.



OBJECTIVES

When the OSS hands you a job, they expect results. You cannot complete a mission until you complete the mission's primary objectives. There are several ways to complete each objective and how you go about it is up to you.

★ Completing objectives (both primary and secondary) and garnering a high accuracy and kill count earn you medals. For more information, see p. 6.

COMPASS

Your compass tells you where your team is located as well as the location of your primary and secondary objectives.

★ Green dots on the compass indicate the members of your team.

★ Yellow arrows indicate the direction of your primary objectives. These objectives should be your priority. Blue arrows indicate the direction of secondary objectives.

★ For information on your objectives, press the **START** button to open the Pause menu. The Objectives screen automatically opens.

HEALTH

When you are at full health, your health bar appears completely full and bright green. As you take damage, your health bar depletes and changes from green to yellow to red. When it is empty, you are defeated.

★ To replenish your health, find medkits during your mission or pick up health packs dropped by enemies.

★ To use a medkit, press and hold the D-button ⬆. But use them wisely—you only get a limited supply.

★ If your health bar drops into the red, you automatically begin to slowly regain health until the bar turns yellow. It's a good idea to stay out of harm's way as much as possible during these times.

USING COVER TO YOUR ADVANTAGE

Every soldier knows that staying out of the line of fire is the best way to stay alive. To do this, use objects around you as cover.

★ To crouch behind cover, press the D-button ⬇. Move the Analog stick to creep forward in a crouch.

★ When you are crouched behind cover, enable your scope or gun sight (press and hold the L Button) to automatically peek above the cover.

★ To peek around corners, enable your scope or gun sight (press and hold the L Button), then press the D-button ⬅/➡ to lean left or right.

MEDALS

Winning medals awards you points which increase your rank. As your rank increases you unlock uniforms which you can use in Skirmish Multiplayer modes.

Bronze Medal	Awarded to soldiers who complete all primary objectives on their mission.
Silver Medal	Awarded to soldiers who complete all primary and secondary objectives on their mission.
Gold Medal	Awarded to soldiers who complete all primary and secondary objectives on their mission and with a high kill count and accuracy.

There are also rewards that you can unlock by performing certain exceptional maneuvers during gameplay. For example, defeating 200 enemies in Campaign mode unlocks a special uniform. Also, completing Campaign mode at the Green, Veteran, or Hero difficulty level unlocks a separate uniform each time.

SAVING AND LOADING

Your progress in Campaign mode is saved automatically if the Autosave feature is enabled in your profile. Gameplay bonuses such as unlocked uniforms are also automatically saved to your profile.

★ To save your Campaign mode progress, access the Main menu, select PROFILE, then select SAVE PROFILE. Your progress is saved.

★ To load your profile manually, select PROFILE in the Main menu then select LOAD PROFILE. Your profile—and your campaign progress—is loaded.

OTHER GAME MODES

SKIRMISH

Skirmishes are Deathmatch-style battles that pit you against up to 16 AI-controlled opponents. As you complete maps in Campaign mode they are unlocked for you to play in Skirmish mode.

★ To begin a skirmish, select SKIRMISH in the Main menu. The Skirmish Settings screen appears. Select a map, the number of bots, and a time limit, then select CONTINUE and press the ⊗ button. The Player Options screen appears. Choose your uniform and weapon, then select START GAME. Gameplay begins.

★ At the end of a Skirmish mode game, you are scored by how many times you've killed someone minus how many times you've been killed. Compete for the top score on each map.

MULTIPLAYER

Battle up to 31 opponents online via Infrastructure mode or up to seven players via Ad Hoc mode.

REGISTRATION AND SUBSCRIPTION REQUIRED TO ACCESS ONLINE FEATURES. TERMS & CONDITIONS, SUBSCRIPTION FEES AND FEATURE UPDATES ARE FOUND AT www.ea.com. YOU MUST BE 13+ TO REGISTER ONLINE. EA MAY RETIRE ONLINE FEATURES AFTER 30 DAYS NOTICE POSTED ON www.ea.com.

WI-FI (WLAN) FEATURES

Software titles that support Wi-Fi functionality allow you to communicate with other PSP systems, download data, and compete against other players via a connection to a wireless local area network (WLAN). You can adjust the network settings to allow connection to a wireless local area network (WLAN). There are two WLAN modes, Ad Hoc mode and Infrastructure mode.

NOTE: The player is responsible for any Wi-Fi fees.

AD HOC MODE

Ad Hoc mode is a Wi-Fi feature that allows two or more individual PSP systems to communicate directly with each other.

PLAYING IN AD HOC MODE

Battle with up to seven friends via an Ad Hoc connection. Each player must have a copy of *Medal of Honor Heroes* to join the game.

To join an Ad Hoc game:

1. Select MULTIPLAYER in the Main menu.
2. Select AD HOC. The Ad Hoc Lobby screen appears.
3. Select the name of the game you wish to join. The Player Options screen appears.
4. Select your team (AXIS or ALLIES), uniform, and weapon, then select ENTER GAME. Gameplay begins.

HOSTING AN AD HOC GAME

You can also host an Ad Hoc game which up to seven of your friends can join.

To host an Ad Hoc game:

1. Select MULTIPLAYER in the Main menu.
2. Select AD HOC. The Ad Hoc Lobby screen appears.
3. Press the ● button. The Create Game screen appears.
4. Select a map and game mode, set the maximum number of players, kill score limit and the number of rounds per map, enable or disable aim assist and friendly fire, and, finally, give your hosted game a name.
5. When you are finished, select DONE and press the ⊗ button. The Player Options screen appears.
6. Select your team (AXIS or ALLIES), uniform, and weapon, then select START GAME. Gameplay begins.

INFRASTRUCTURE MODE

Infrastructure mode is a Wi-Fi feature that allows the PSP system to link to a network via a WLAN access point (a device used to connect to a wireless network). In order to access Infrastructure mode features, several additional items are required, including a subscription to an Internet service provider, a network device, a WLAN access point, and a PC. For further information and set up details, please refer to the PSP system's Instruction Manual.

HINT: A WLAN access point is a device used to connect to a wireless network. SSID and WEP keys are types of wireless network information. They may be required when connecting to an access point or a router. This information is generally set in the access point or router using a PC.

PLAYING IN INFRASTRUCTURE MODE

Fight in 32-player multiplayer battles via an Infrastructure Wi-Fi connection.

NOTE: Please be sure you have a working network connection before proceeding. Please go to http://www.us.playstation.com/PSP/Support/TroubleShooting/infrastructure.html for instructions on setting up your network connection.

To join an infrastructure game:

1. Select MULTIPLAYER in the Main menu.
2. Select INFRASTRUCTURE.
3. Connect to EA Nation via an existing account or follow the on-screen instructions to create a new one.
4. Select your Persona. The Infrastructure Main menu appears.
5. Select LOBBY.
6. From the Lobby, highlight the game you wish to enter and press the ⊗ button to join. The Player Options screen appears.
7. Select your team (AXIS or ALLIES), uniform, and weapon, then select START GAME. Gameplay begins.

To host an Infrastructure game:

1. Select MULTIPLAYER in the Main menu.
2. Select INFRASTRUCTURE.
3. Connect to EA Nation via an existing account or follow the on-screen instructions to create a new one.
4. Select your Persona. The Infrastructure Main menu appears.
5. Select LOBBY.
6. Press the R button to open the Create a Game screen.
7. Select a map and game mode, set the maximum number of players, kill score limit and the number of rounds per map, enable or disable aim assist and friendly fire, choose whether to make your game password protected, and, finally, give your hosted game a name.
8. When you are finished, select DONE and press the ⊗ button. The Player Options screen appears.
9. Select your team (AXIS or ALLIES), uniform, and weapon, then select START GAME. Gameplay begins.

SETTING UP USER HOSTED SERVERS

You may also set up a server hosted on a PC to host your *Medal of Honor Heroes* PSP Infrastructure games.

Minimum System Requirements

OS: Windows® XP SP2, Windows 2000 SP4, or Windows Server 2003 SP1

CPU: 600 Mhz or greater

RAM: 512 MB or more

Hard Drive: 600 MB or more

Input: Keyboard, mouse

Online: Broadband Internet connection

STEP 1: SETTING UP THE SOFTWARE

1. Go to www.mohheroes.ea.com and download the User Hosted Server software.
2. Run **MOHServerSetupNA.exe** and follow the on-screen instructions to install the software.

NOTE: The software is installed into **Program Files > EA GAMES > MOH Heroes** by default.

STEP 2: SERVER SETUP

1. Select SETTINGS to open the Settings menu, then select ACCOUNT SETTINGS.
2. Select GO to open the Server Creation Window.
3. Enter a name for your server.
4. Choose a RANKED or UNRANKED game.

NOTE: If you choose UNRANKED you can still set a server password.

5. Set your preferences for friendly fire, aim assistance, maximum players, game types, point limits, score limits, and round times. When you are finished setting up your server options, select OK to start the server.

NOTE: To change Server Port and Setup Administration rights, select SETTINGS, then select SERVER SETTINGS.

PLAYING BEHIND A FIREWALL

We recommend that you do not play behind a firewall. However, if you do wish to play behind a firewall, you must open the following ports:

FOR THE SERVER

You must open to outside access one UDP/TCP port for the game connection. This port is the same as is specified by the -port: server command line parameter.

You must also open to outside access the UDP port which is 30 more than the port on the -port: parameter.

If you are running a firewall, those ports need to be forwarded to the PC running the server.

If you use the GUI to configure the server rather than the command line, the server port by default is 3658.

FOR THE CLIENT

No special firewall configuration should be needed.

MULTIPLAYER GAME MODES

Deathmatch

Every man for himself. The player who earns the most kills—and who was killed the least—is the winner.

Infiltration

Infiltrate the enemy's home base and steal their flag as often as possible. The team with the most flag captures is the winner.

NOTE: To pick up an enemy's flag, walk over it. If the enemy steals your flag but drops it, you can return it to your home base by standing on top of it for two seconds.

Domination

The Axis and Allies battle to control key areas of the map. The first team to gain control of the whole map wins.

NOTE: To gain control of an area, stand next to the flag until it changes to your team's color.

Demolition

The Allies must destroy one of two bomb sites on the map. The Axis must guess which of the two bomb sites the Allies will bomb. If the Allies succeed in destroying their target, they are victorious. If the Axis succeeds to stopping them, or if the Allies fail to bomb their target site within the time limit, the Axis wins. Either team can win by eliminating all members of the opposing team.

NOTE: To plant a bomb, press and hold the D-button ⬆. A clock appears and begins to count up. Once it is complete, the bomb is successfully planted. To disarm a bomb after it has been planted, walk up to it and press and hold the D-button ⬆. A clock appears and begins to count down. Once the countdown is complete, the bomb has been successfully disarmed.

Hold the Line

The Axis and Allies are in a fight to control one point on the map for as long as possible. The team to reach the target number of points—or simply the team who has the most points at the end of the time limit—is the winner.

NOTE: To gain control of a point, stand next to the flag until it changes to your team's color. Once it is under your control, it begins to generate points for your team.

Battlelines

The Axis and Allies must hold various points on the map for an accumulated score. The first team to reach the target score wins.

NOTE: To gain control of a point, stand next to the flag until it changes to your team's color. Once it is under your control, it begins to generate points for your team. The more points controlled by your team, the faster your score increases.

HINTS AND TIPS

- ★ To aim faster, double tap and hold the D-button ⬅ or ➡.
- ★ Unlock uniforms for use in Skirmish and multiplayer games by achieving higher ranks in Campaign mode.
- ★ In Multiplayer mode, if you find a command post, take special note. Standing next to a command post slowly regenerates your health and your ammo over time.
- ★ To inflict greater damage, aim for an enemy's head.
- ★ To cook a grenade, equip one then hold the L button. Be sure to throw it before it explodes in your hand.
- ★ When there's a live grenade nearby it appears on your compass as a yellow circle.
- ★ To quickly switch from your primary weapon to your grenade, double tap the D-button ➡.
- ★ In Multiplayer games, press the D-button ⬆ to bring up the Chat menu.

ABOUT THE CONGRESSIONAL MEDAL OF HONOR SOCIETY

In 1946, the Congressional Medal of Honor Society (CMOHS) was formed to uphold the qualities of the Medal of Honor and to provide assistance to indigent recipients. Whether they became millionaires or laborers in peacetime, the CMOHS seeks to promote a brotherhood between recipients, for there are no "winners" of the Medal of Honor and no victories on the battlefield without brothers to protect. In so protecting, a number of recipients have given the ultimate gift to their brothers and their country. In their memory and those who have subsequently passed on, the CMOHS retains the record of their valiant actions. For living recipients, the CMOHS seeks to promote full and vibrant lives in peace for these living symbols of what it means to be an American. In times of duress, Americans need to look no further than the Congressional Medal of Honor Society for the values of valor, respect and honor across the spectrum of American backgrounds - the values that make this country great.

Electronic Arts™ is privileged to participate in the Society's continuing education and awareness efforts on behalf of the Congressional Medal of Honor and its recipients. You can learn more about the Society and the recipients at the Society website: www.cmohs.org.

LIMITED 90-DAY WARRANTY

Electronic Arts Limited Warranty

Electronic Arts warrants to the original purchaser of this product that the recording medium on which the software program(s) are recorded (the "**Recording Medium**") and the documentation that is included with this product (the "**Manual**") are free from defects in materials and workmanship for a period of 90 days from the date of purchase. If the Recording Medium or the Manual is found to be defective within 90 days from the date of purchase, Electronic Arts agrees to replace the Recording Medium or Manual free of charge upon receipt of the Recording Medium or Manual at its service center, postage paid, with proof of purchase. This warranty is limited to the Recording Medium containing the software program and the Manual that were originally provided by Electronic Arts. This warranty shall not be applicable and shall be void if, in the judgment of Electronic Arts, the defect has arisen through abuse, mistreatment or neglect.

This limited warranty is in lieu of all other warranties, whether oral or written, express or implied, including any warranty of merchantability or fitness for a particular purpose, and no other representation of any nature shall be binding on or obligate Electronic Arts. If any such warranties are incapable of exclusion, then such warranties applicable to this product, including implied warranties of merchantability and fitness for a particular purpose, are limited to the 90-day period described above. In no event will Electronic Arts be liable for any special, incidental, or consequential damages resulting from possession, use or malfunction of this Electronic Arts product, including damage to property, and to the extent permitted by law, damages for personal injury, even if Electronic Arts has been advised of the possibility of such damages. Some states do not allow limitation as to how long an implied warranty lasts and/or exclusions or limitation of incidental or consequential damages so the above limitations and/or exclusion of liability may not apply to you. In such jurisdictions, the Electronic Arts' liability shall be limited to the fullest extent permitted by law. This warranty gives you specific rights. You may also have other rights that vary from state to state.

RETURNS WITHIN THE 90-DAY WARRANTY PERIOD

Please return the product along with (1) a copy of the original sales receipt showing the date of purchase, (2) a brief description of the difficulty you are experiencing, and (3) your name, address and phone number to the address below and Electronic Arts will mail a replacement Recording Medium and/or Manual to you. If the product was damaged through misuse or accident, this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period. We strongly recommend that you send your products using a traceable delivery method. Electronic Arts is not responsible for products not in its possession.

EA Warranty Information

If the defect in the Recording Medium or Manual resulted from abuse, mistreatment or neglect, or if the Recording Medium or Manual is found to be defective after 90 days from the date of purchase, choose one of the following options to receive our replacement instructions:

Online: http://warrantyinfo.ea.com

Automated Warranty Information: You can contact our automated phone system 24 hours a day for any and all warranty questions:

US 1 (650) 628-1900

EA Warranty Mailing Address

Electronic Arts Customer Warranty

P.O. Box 9025

Redwood City, CA 94063-9025

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